

APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
BRADTSMAN		

FIG.1

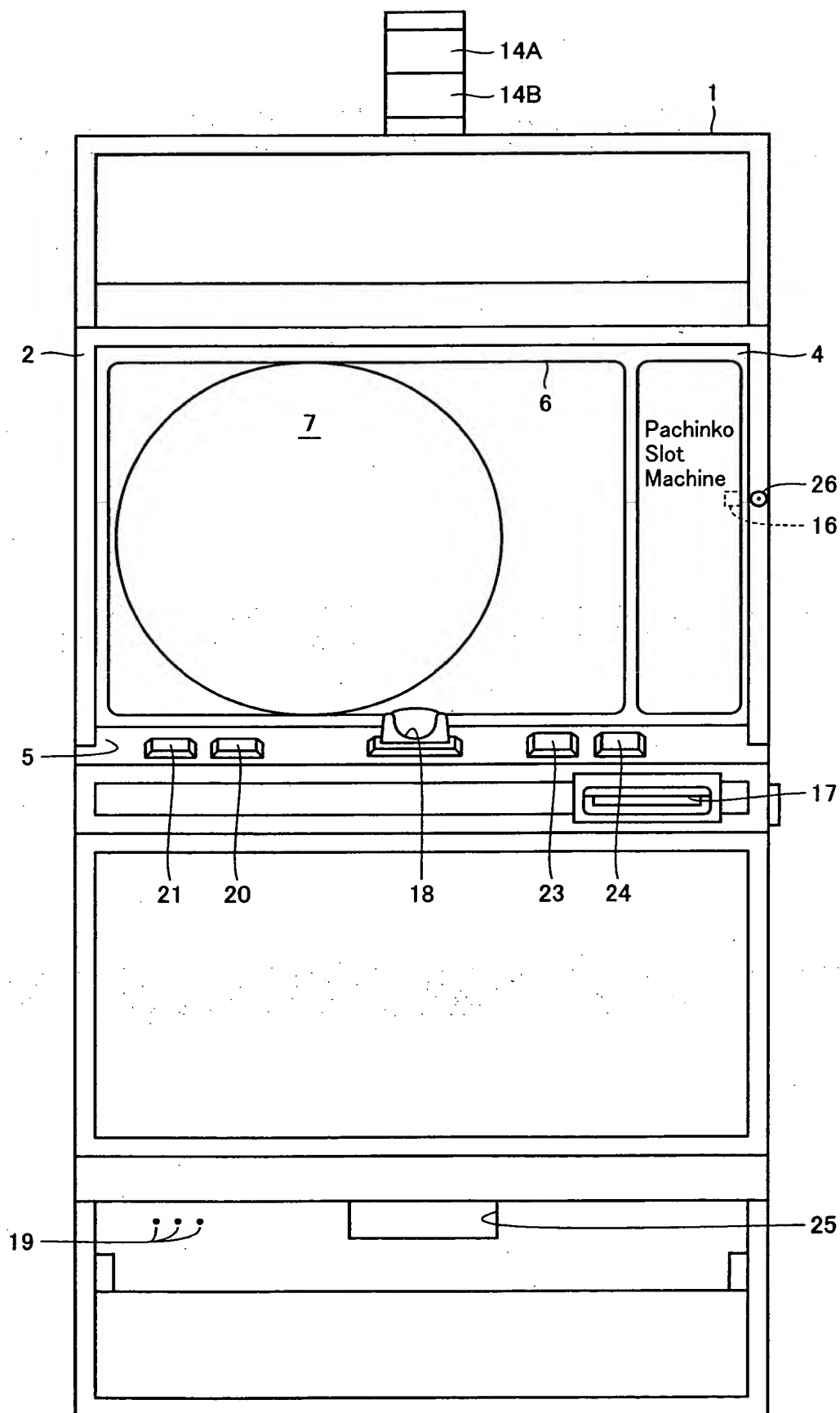


FIG.2

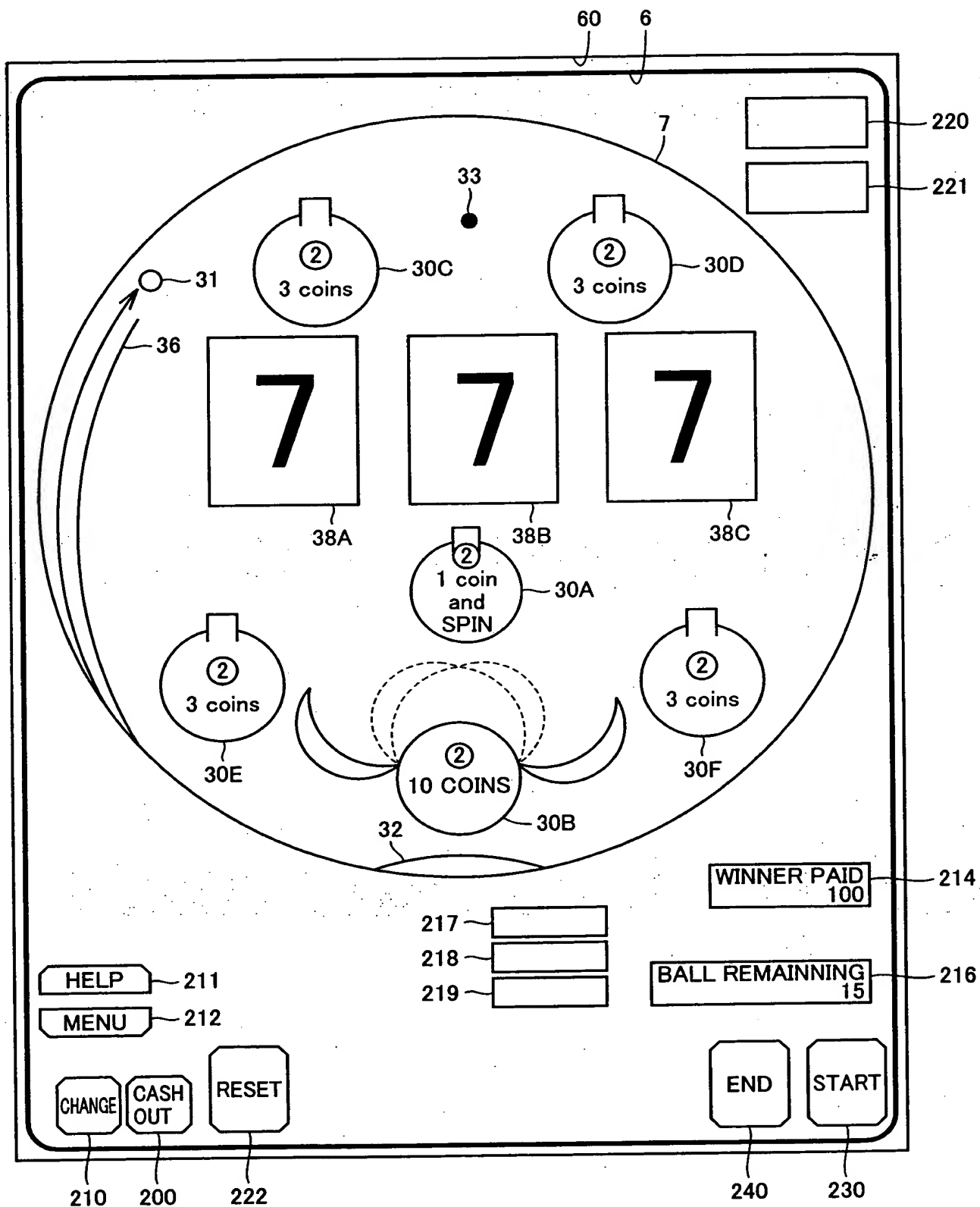
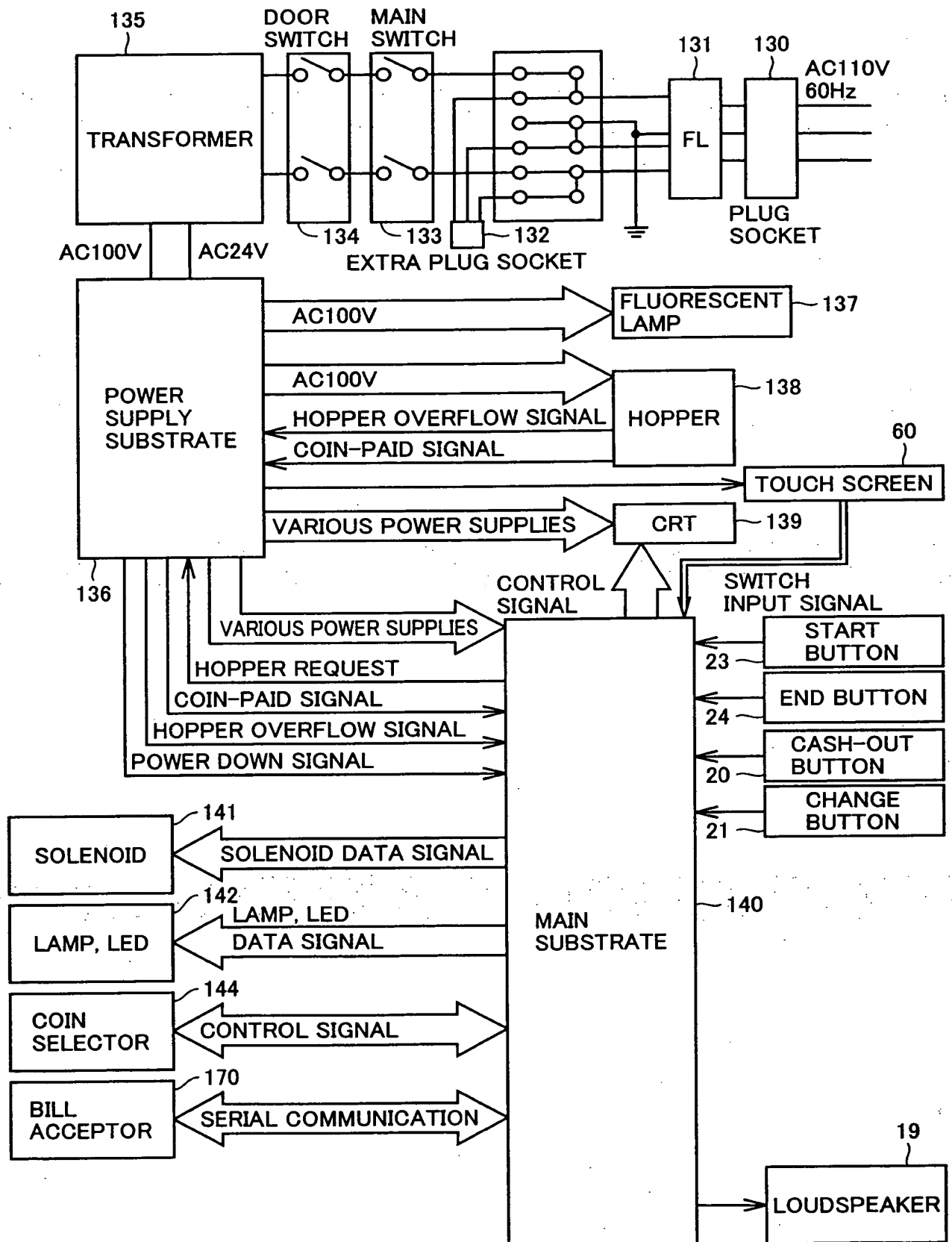


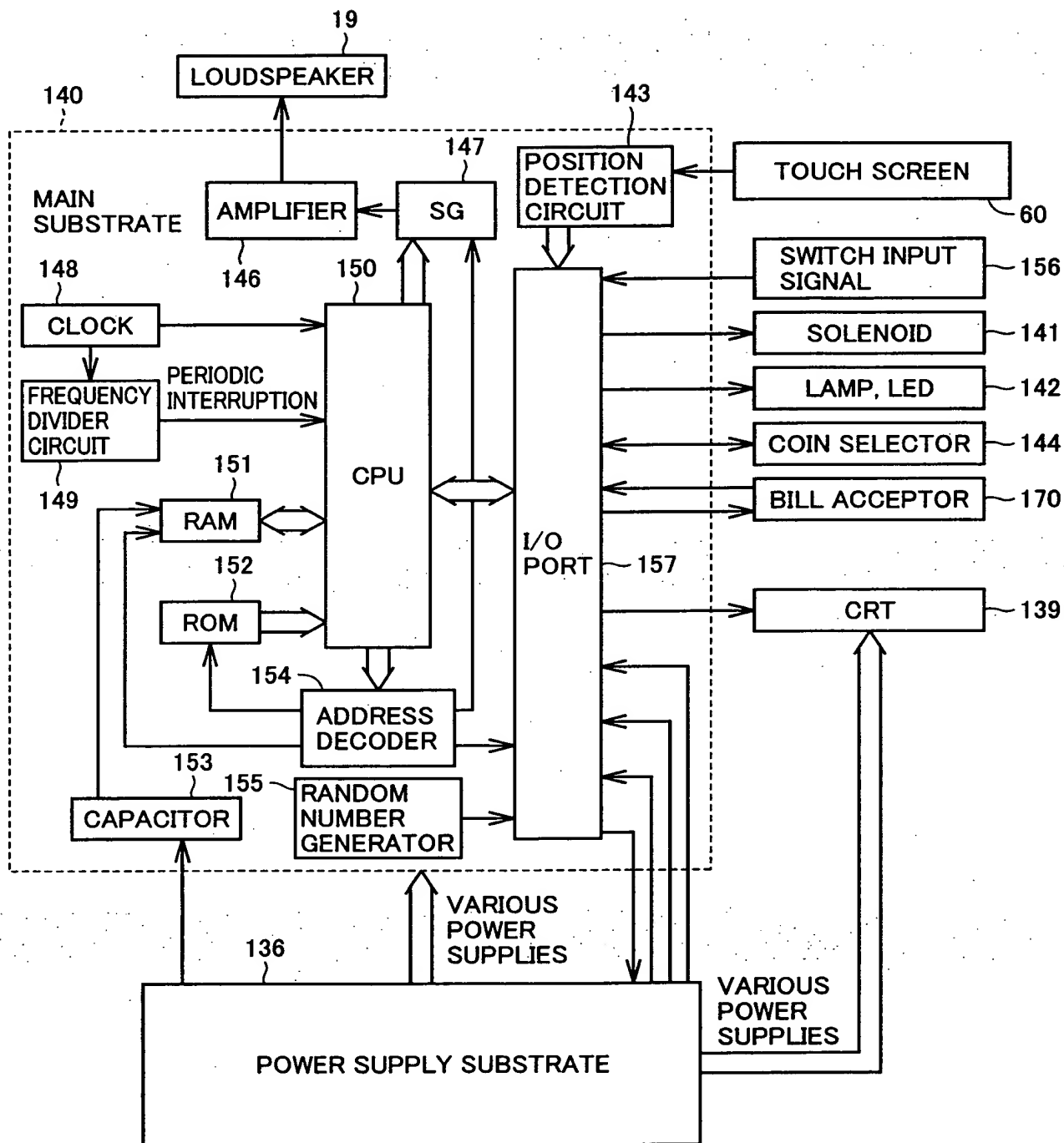


FIG. 4



200001.03000

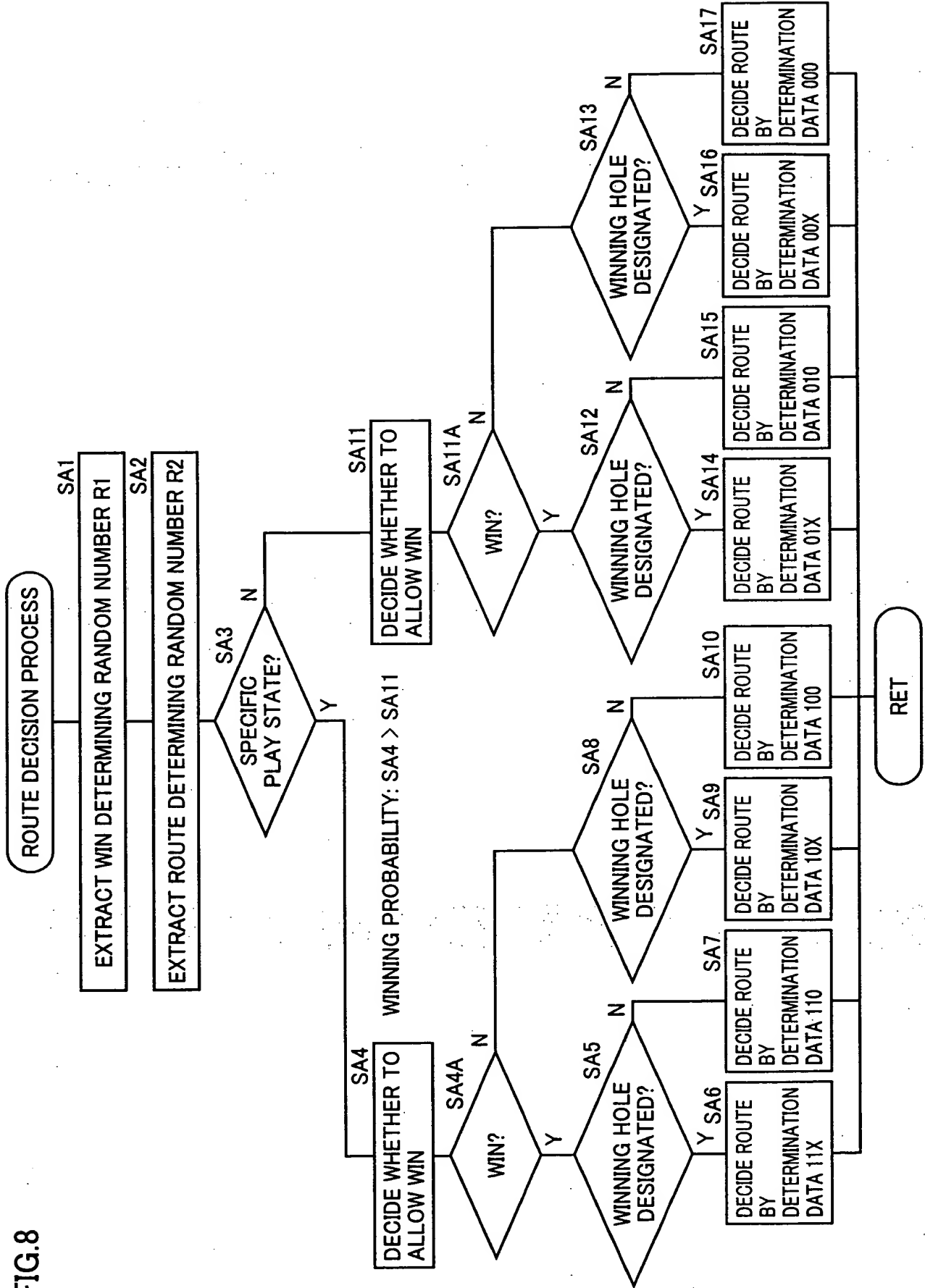
FIG. 5



**FIG.6**



FIG.8





209060" T5938560

FIG.9

DETERMINATION DATA									
ROUTE X	WINNING HOLE	WIN	000	...	00A	01A	...	11F	
ROUTE A0	A	x			1~80	—			
ROUTE A1	A	O			—	1~80			
ROUTE B0	B	x			81~83	—			
ROUTE B1	B	O			—	—			
ROUTE C0	C	x			84~86	—			
ROUTE C1	C	O			—	81~83			
ROUTE D0	D	x			87~90	—			
ROUTE D1	D	O			—	84~86			
.					* ROUTE DETERMINING RANDOM NUMBER R2 = 1~100				
.									
.									
ROUTE G0	—	x			96	—			
ROUTE G1	—	x			97	—			
.		x							
.									
.									
			NORMAL PLAY STATE LOSING BALL NON-DESIGNATED		NORMAL PLAY STATE LOSING BALL DESIGNATED: A	NORMAL PLAY STATE WINNING BALL DESIGNATED: A		SPECIFIC PLAY STATE WINNING BALL DESIGNATED: F	

DETERMINATION DATA

FIRST DIGIT SECOND DIGIT THIRD DIGIT

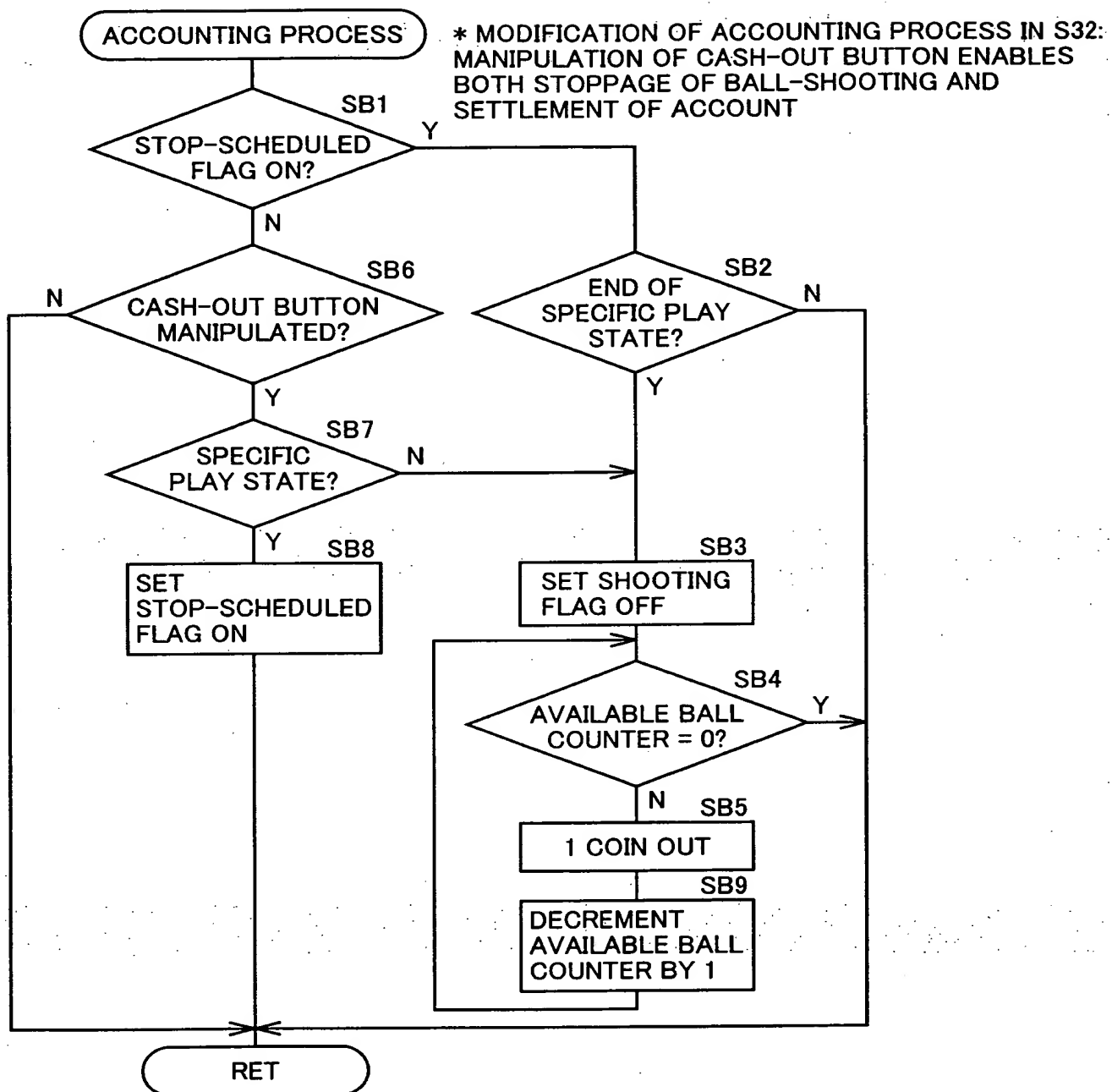
PLAY STATE	WINNING BALL OR LOSING BALL	DESIGNATED OR NON-DESIGNATED
------------	--------------------------------	---------------------------------

0: NORMAL PLAY STATE  
1: SPECIFIC PLAY STATE

0: LOSING BALL  
1: WINNING BALL  
X: WINNING HOLE X IS DESIGNATED

0: WINNING HOLE IS NOT DESIGNATED  
X: WINNING HOLE X IS DESIGNATED

FIG.10



200001-030600

FIG.11

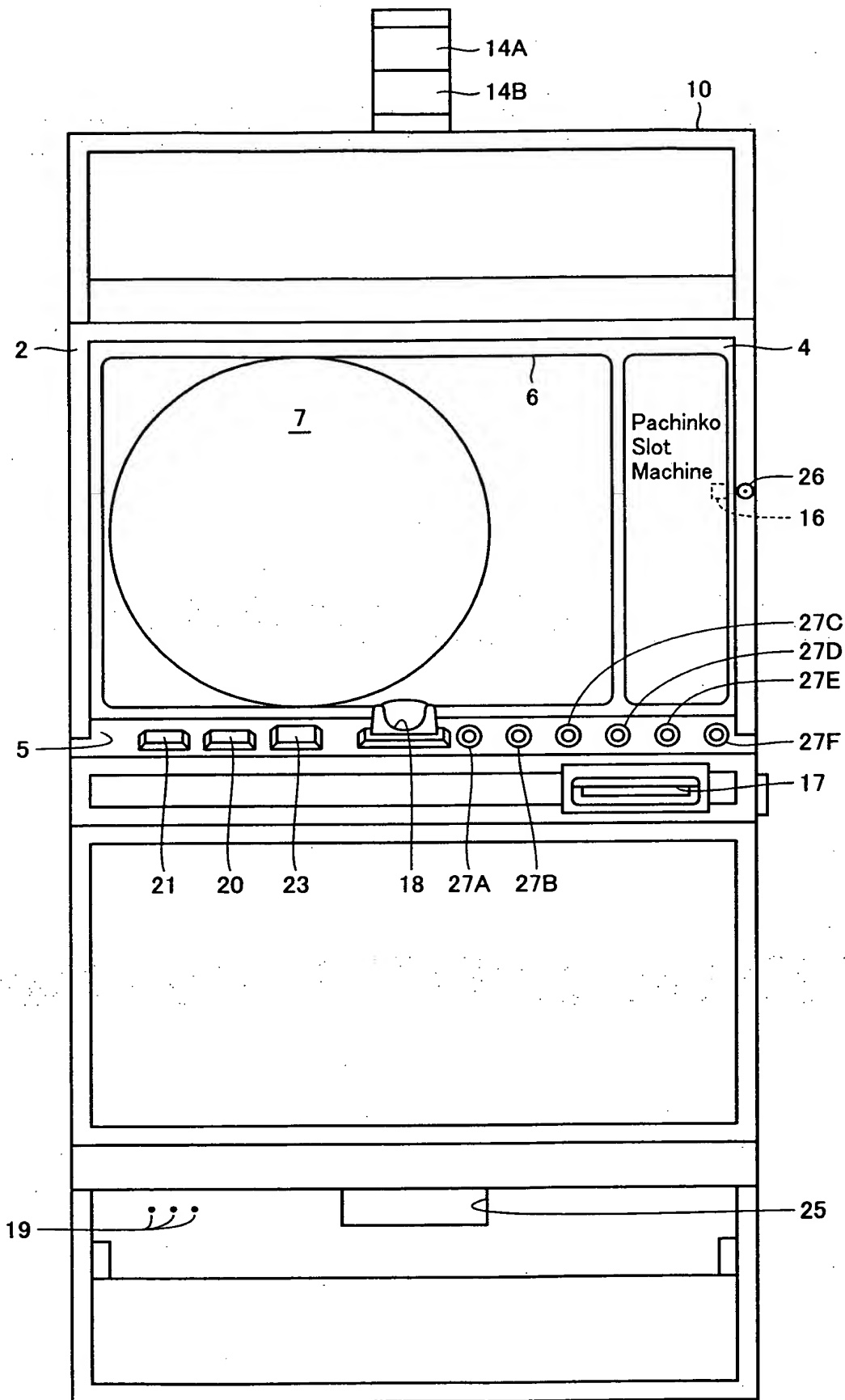
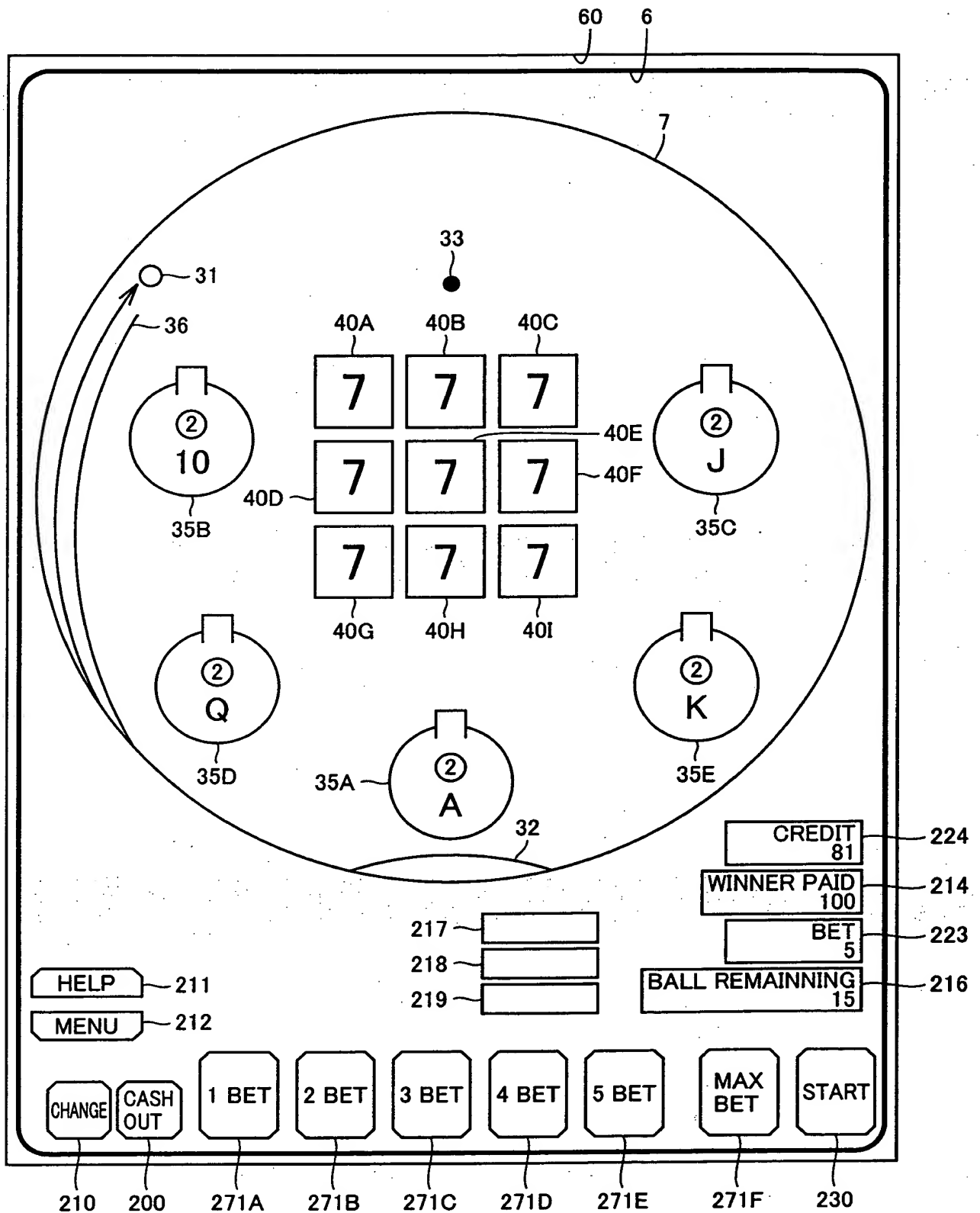


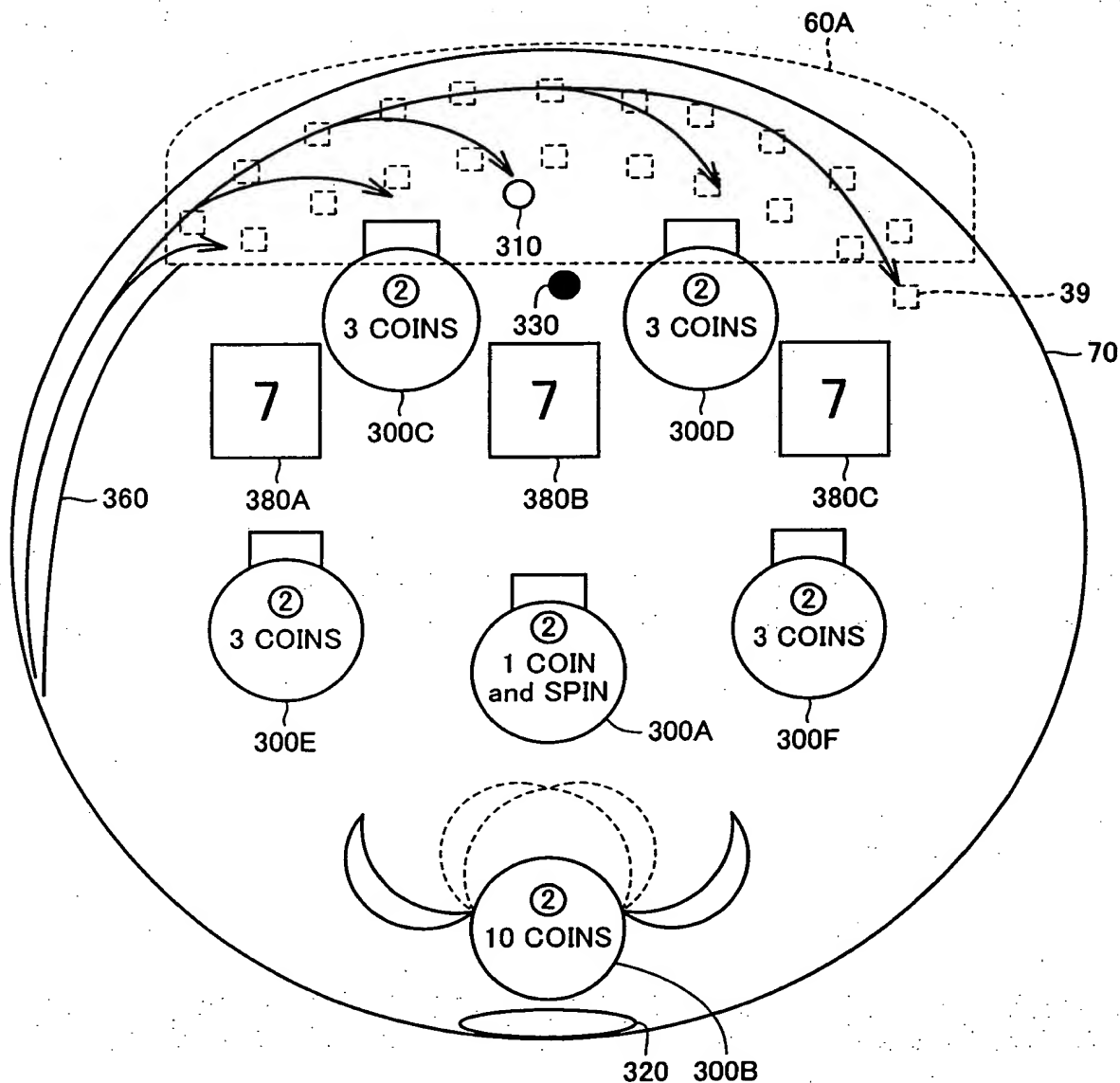


FIG.13



200900075999600

FIG.14



0958651-030602

2090ED 15998660

FIG.15

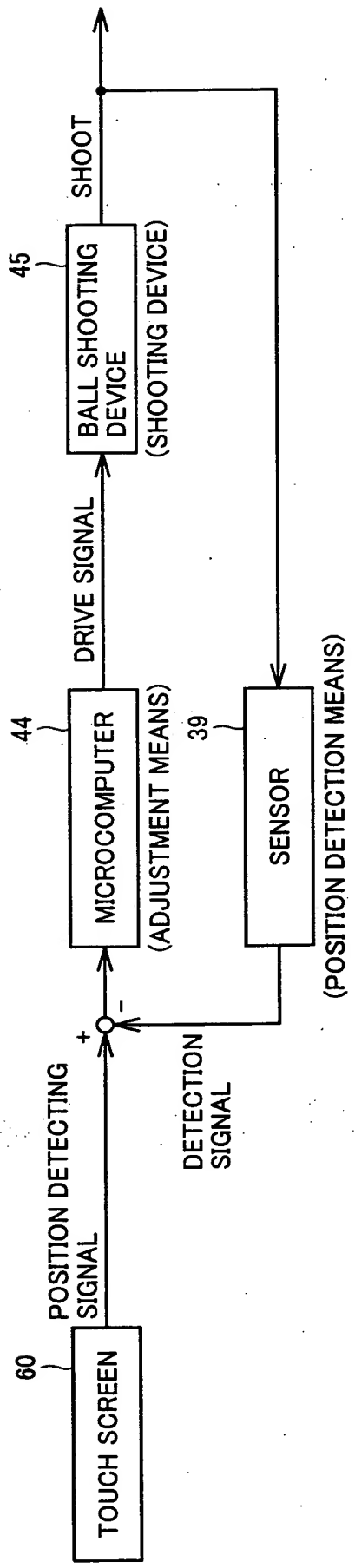


FIG. 1 is a block diagram of a slot machine system 100. The system includes a manipulation means 101, a detection means 102, a win determination means 103, a spin starter win storage means 104, a value award means 105, a variable display control means 106, a variable display device 108, a value display means 107, a notify means 109, a point count determination means 110, a play medium shooting means 112, a shooting stop means 114, a specific play state determination means 113, a shooting route select means 115, an accounting means 116, and three play fields A, B, and C. The manipulation means 101 includes start manipulation means 101A, shooting stop manipulation means 101B, shooting route change manipulation means 101C, accounting manipulation means 101D, and play field select manipulation means 101E. The detection means 102 includes start manipulation detection means 102A, shooting stop manipulation detection means 102B, shooting route change manipulation detection means 102C, accounting manipulation detection means 102D, and play field select manipulation detection means 102E. The win determination means 103 is connected to the spin starter win storage means 104, which is connected to the value award means 105. The value award means 105 is connected to the variable display control means 106, which is connected to the variable display device 108. The value display means 107 is also connected to the variable display control means 106. The notify means 109 is connected to the point count determination means 110. The point count determination means 110 is connected to the play medium shooting means 112. The shooting stop means 114 is connected to the specific play state determination means 113. The specific play state determination means 113 is connected to the shooting route select means 115. The shooting route select means 115 is connected to the accounting means 116. The accounting means 116 is connected to the play fields A, B, and C.

• • •